

Holistica Rulebook



Co-funded by
the European Union

*Written and designed by
Filip Ekström | Leo Raitaniemi | Joel Scherf*

Players: 1-4 Time: 15-30 min

Content

9 Building Cards, 17 Event Cards, 10 Request Cards, 20 Affected Cards (5 of each type; Forest, Geological Mineral, Water & Wildlife) 1 Role Board, 4 Role Tokens (Socialworker, Environmentalist, Economic, and Technician), 10 Progress Tokens

Print Instructions

When printing this game's content, make sure to print everything on both sides of the paper. This is to make sure that you get the back and front side of the cards in one paper and be more resourceful.

If your printer does not support printing on both sides, simply print everything normally and then combine the front and back sides with glue, tape or any other way possible. If you want to save paper, you may skip printing the card's back side (except for Buildings).

Customization

This rulebook explains the core concept of the game's rules. The main concept for this game is to teach players the consequences of human centric behavior and how it may affect nature. It is there to give you the groundwork. Then it's up to you how to approach and develop it further.

You are allowed to change the rules however you want.

Inside the Holistica-Customizable-Printables PDF you will find empty cards. Feel free to print and use these to create your own cards.

Here are some guidelines when creating custom cards:

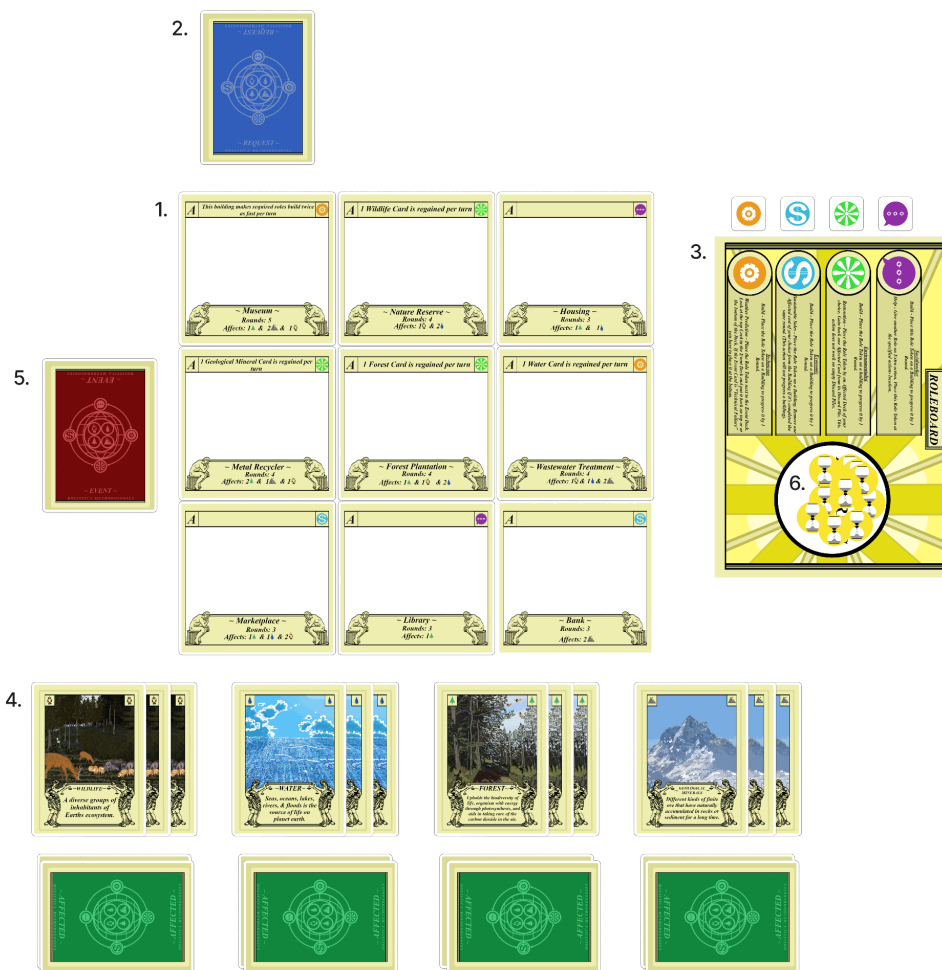
Buildings: Keep the rounds between 3-5. Total Affects Cost between 2-5.

Tasks: Most tasks are about completing buildings. Feel free to come up with new unique versions. You may also make it more challenging by adding other custom lose conditions.

Events: Events can be either Positive, Neutral or Good. They act as unforeseen happenings that may help or ruin the players plans.

Setup

1. Place 9 Building cards with their A side up, in a 3x3 grid next to each other.
2. Shuffle all Request Cards into a deck and place them to the north side by the buildings.
3. Place the Role Board at the East side of the Buildings, and match all Role Tokens on the Board with their icons.
4. Separate all Affected card types into their own piles and place them face up to the South of the Buildings. This will be your Affected Pool.
Take 2 cards from each pile, and place them under their corresponding types face down. This is their Discard Pile.
5. Shuffle all Event Cards into a deck and place them to the west side of the Buildings.
6. Place all progress tokens to the side for now.



Introduction

“Actions have consequences. Ignorance about the nature of those actions does not free a person from responsibility for the consequences.” - Stephen Dobyns

Holistica is all about teaching people how to build a society with sustainability in mind. For each building being raised, something else will be affected. Will you be able to build a sustainable community together?

Goal

The main goal of Holistica is to complete 5 Request Cards without reaching their lose conditions. Losing all Affected cards of any type will also result in losing the game.

To do this, you need to discuss and plan a strategy together by placing Roles to do certain tasks.

How To Play

In this game you play one round at a time. As a group, all players have to plan and agree together on what to do each round, in order to win the game as a team.

Each round has 5 stages that need to be followed in order.

1. **Reveal Request**

Reveal a Request Card and place it next to its deck. Place a Progress Token on every current active Request Cards that has round requirements. (Including the one you revealed)

2. **Plan Role Actions**

Plan together which action each Role should execute later. You do this by placing corresponding tokens to a location on the playfield. The Role Board has explanations on Actions and there to place the Role Tokens depending on which action they take.

3. **Event Card**

Reveal an Event Card on top of the Event Deck. Read it out for everyone and execute its effect immediately. If the effect can not be executed, simply ignore it and move on to the next step.

4. **Execute Role Actions**

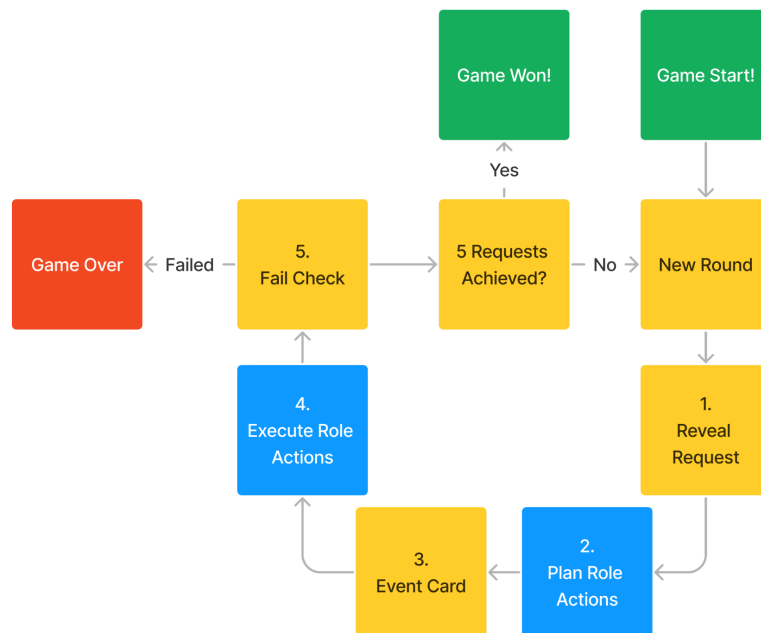
After the Event has occurred, execute all Role Actions in any order that you planned in step 2. Put all Role Tokens back to the Role Board when done.

5. **Fail Check**

You always check for lose-conditions at the end of a round.

You lose the game if you meet one or more of these requirements:

- Fail a Request Condition.
- There are more than 3 revealed Request Cards
- Any of the Affected cards are empty.



Building

Each building has “Rounds” and “Affects”. Round determines how many rounds it takes to build. Affects shows how much of the Affected cards you’ll lose when the building is done.

You build buildings by placing Role tokens on them, using the Build Action. Each Role working on a building will progress it by 1 Round. This means that having multiple Roles on the same building will build it faster.

A Building’s progression will not reset on future rounds. To keep track of the progression, place a Progress Token by the amount of Rounds that has been spent building it.

On the upper right corner, is a role icon. That is the building's Required Role. The corresponding role needs to do a build action for the building to become complete.

When a building is complete; Remove any existing Progress Tokens on it and flip it so that the B side is up. And remove the amount of Affected Cards displayed on “Affects” to their Discard Pile. The building can not be completed with insufficient Affected Cards.

For example; To build the Library in one round we need to place 3 Role Tokens with the Build Action on it. One of them needs to be the Socialworker Role in order to complete the building.

Win Check

After a Fail Check, put away any revealed Request Cards that you have achieved. If you have achieved 5 or more Requests in total, you win the game. Otherwise simply start a new round and repeat the steps 1 to 5.

Socialworker

Actions:

Build - Place the Role Token on a Building to progress it by 1 Round.

Help - Give another Role an Extra action. Place this Role Token at the specified actions location.

Technician

Build - Place the Role Token on a Building to progress it by 1 Round.

Weather Prediction - Place the Role Token next to the Event deck. Look at the top Card in the Event Deck and put it back on top or bottom of the Deck. If the event card is Technical Failure, you have to place it at the bottom.

Economic

Build - Place the Role Token on a Building to progress it by 1 Round.

Sustainable Sales - Place the Role Token on a building. Remove one Affected cost of your choice from the building if it's completed on the same round.

(This action will not progress a building)

Environmentalist

Build - Place the Role Token on a Building to progress it by 1 Round.

Restoration - Place the Role Token by an Affected Deck of your choice. Gain back one Affected Card from its Discard Pile. This action does not work on empty Discard Piles.

ENDGAME QUESTIONS:

1. If you won the game, what was the key to your success?
2. If you lost the game, what was the cause of it?
3. Did the game provide you with ways to look beyond human centric views? If so, how? If not, why?
4. Would you consider it possible to build a society completely divorced from a humanistic viewpoint? How would you approach such an undertaking and what challenges are you faced with?

Credits

Written and designed by
Filip Ekström | Leo Raitaniemi | Joel Scherf



**Co-funded by
the European Union**